



unitedstreaming in Action: Assignment Builder

Assignment Builder is a versatile resource that helps you build online activities and web-based projects that are stored on the *unitedstreaming* servers. You can use this tool to create student assignments that integrate a variety of digital media types. Students access assignments through the Student Center.

Creating a New Assignment

Access the Assignment Builder from anywhere on the site by clicking on Teacher Center in the navigation bar at the top of the screen. To get started, click on "Create New" from the Assignment Builder home page and follow these easy steps:

Step 1 of 5

General Information

Add Materials

Material Instructions

Preview

Summary

Step 1: General Information

Start by providing information about your assignment in the form provided. The assignment name, author, school, subject area, and grade level are required fields. You can also create assignment instructions, learning objectives and teacher notes.

You can save your assignment by clicking on the Save button at the bottom of the screen. If you choose not to click Save, a warning message will appear on each step thereafter, until you click on the Save button and select the folder within My Content to which you would like to save your assignment.

Step 2: Add Materials

You can add media to your assignment, such as video segments, animations or audio files. You can also add an activity such as a Quiz or Writing Prompt or add links to websites.

Step 3: Material Instructions

Once you have selected media, activities and websites for your assignment, you can write step-by-step instructions that your students will see as they work with each material type.

Step 4: Preview

The Preview feature allows you to see what your assignment looks like in its final form. If you wish to make changes simply click on any of the steps in the process chain.

Step 5: Summary

The summary provides assignment information you will share with your students. When you provide the Assignment Code, students will need to go to <http://www5.unitedstreaming.com/studentcenter/> and enter the assignment code and their first and last name in the fields provided. When you provide the Student Center Link, students are taken directly to *unitedstreaming's* Student Center. The Assignment Code will be pre-populated and students simply enter their first and last name in the field provided.



Assignment Builder

Welcome to the Assignment Builder - a tool to help you create Assignments for your students. Your Assignments will be saved in your personalized My Content area. To get started, create a new Assignment or browse the sample Assignments.

Create an Assignment

Build a new Assignment based on curriculum content in *unitedstreaming*.

Create New

Search Assignment Library

The Assignment Library contains more than ### complete Assignments that you can use. To take advantage of existing Assignments, enter one or more keywords below and click the Search button.

Keyword: Subject:

Display: ☒ My Assignments ☒ School Assignments ☒ District Assignments ☒ *unitedstreaming* Assignments

Grade:

Search

View My Assignments

Want to see a list of existing Assignments, including those that have been created specifically for your school and district?

View

User's Guide

Your quick-start guide to using the Assignment Builder.

View



Warning

It appears you have not yet saved this Assignment to a folder in your My Content area. You may continue to work on building your Assignment, but it will not be saved until you click on the "Save" button and specify a My Content folder in which store it.

All Activity Types

All Activity Types

Quizzes

Writing Prompts

All Media Types

All Media Types

Full Videos

Video Segments

Images

Articles

Audio

Events

Animations

Clip Art